SERGIO CALVO
miniatures

ENGLISH

TYPHUS

VOL II

SUMMARY

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NURGLING

If in the first tutorial we saw how textures work, now we are going to focus on defining those materials and elements that are small.

The first thing we have to understand is that we have to highlight the volume of the element to be painted. With a layer and respecting the outlines that are created by "trimming" the previous one, we can define the element to be painted in a very simple way.

1

2

3

(Blue Violet, Rinox Hide and Burnt Red) For even smaller elements we can start with a base layer, and then use a contrasting color (Blue Violet) to create the sensation of volume.

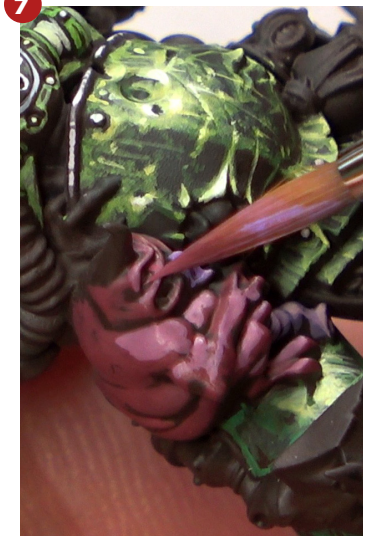
4

5

The same can be applied to any type of skin, since apart from respecting the outlines, we must gain contrast so that the element is evident even when the area is completely flat (Rhinox Hide, Blue Violet and Brown Rose).

6

7

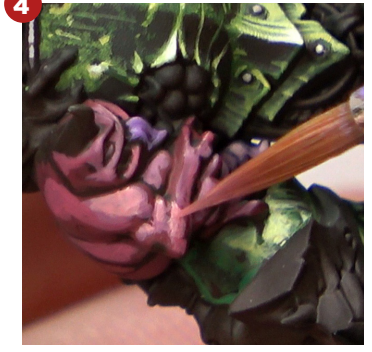


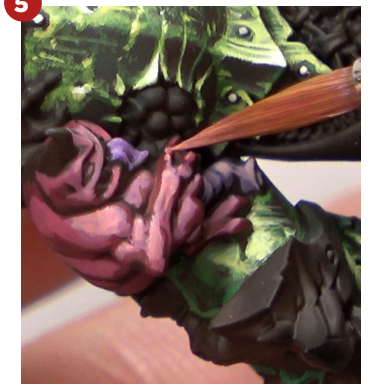
Water Burnt Red Magenta Brown Rose Golden Yellow

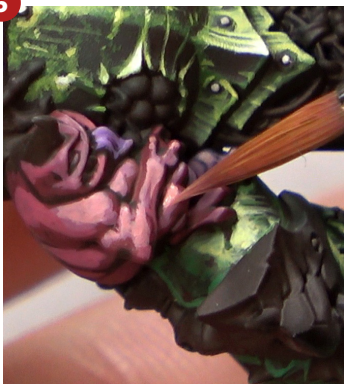
NURGLING

If we focus the light on the upper areas of the muscles we will notice that with only two layers we have succeeded in defining the element.

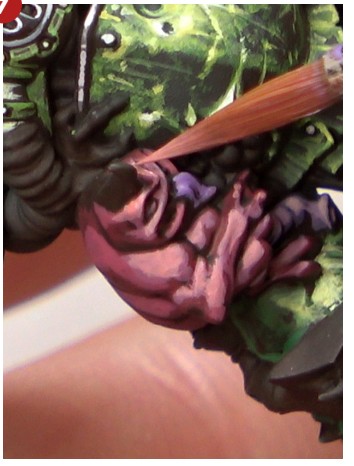
Also, with a third layer containing even more color saturation we can focus on small elements such as the knuckles or the lips (**Burnt Red and Brown Rose X 2**).

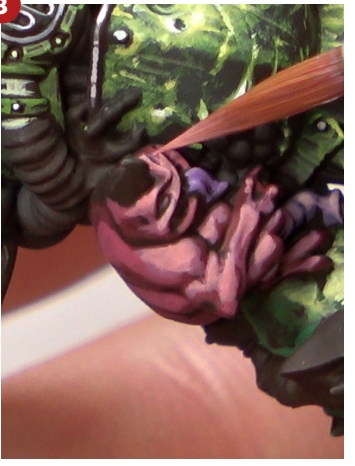






(**Mix and Brown Rose**) In this way we get definition through the outlines and the contrast between colors.





Water Magenta

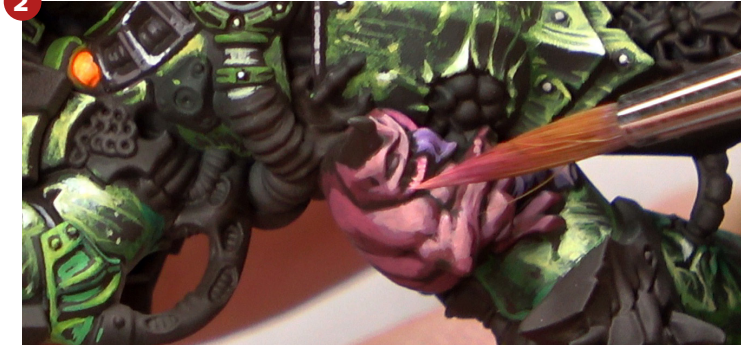
NURGLING 06/10

If any area is too dark, we can use complementary colors to create contrast, so I have used magenta on the lips.

1

And if we overdo it, desaturate it in the next layer (**Magenta and Golden Yellow**).

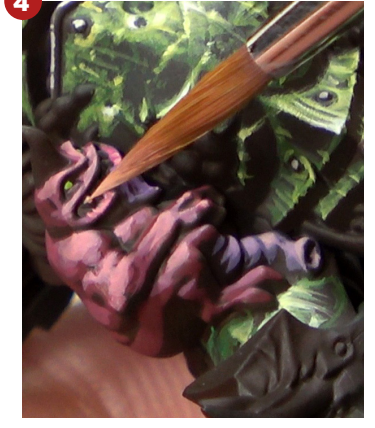
2



3

(**Frog Green**) To start with the eyes I use this green color. And for the teeth I use this mixture of **Brown Rose and Blue Violet**. Remember that it is very important to respect the outlines that we have created with the base coat.

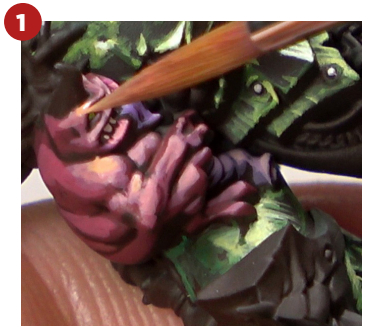
4

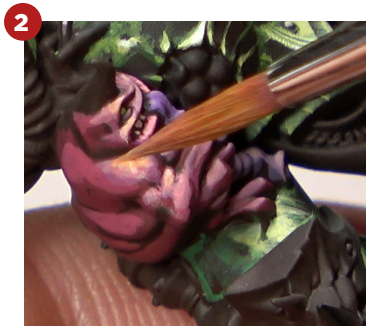


5

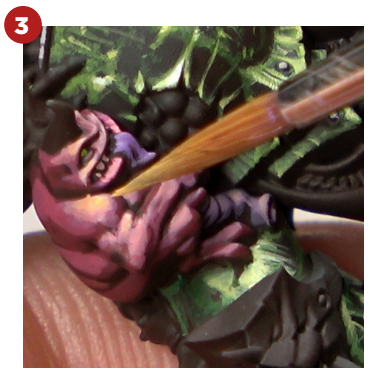
NURGLING

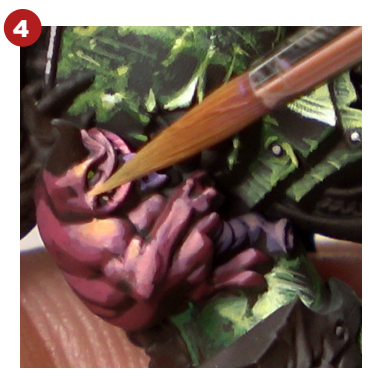
Another way to create contrast is to introduce yellow into our mix to move up towards the light.

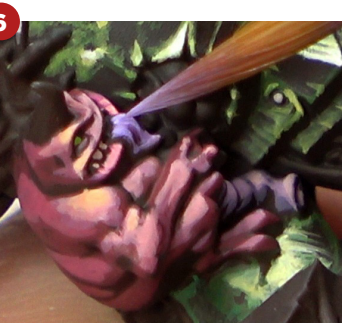




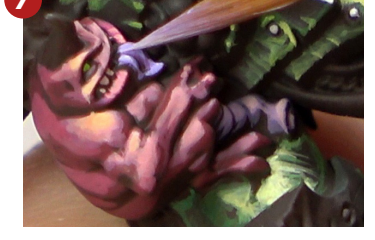
In this way we have created a dark brown tone for the outline, a pink tone for the skin and as we move towards the light a more yellowish tone (**Mix, Golden Yellow and Magenta**).

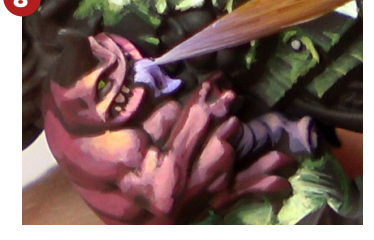






(**Blue Violet and Pale Blue X 2**) Notice that on the tongue we did two coats before and now with a third one it is perfectly defined. And if you want you can add one more only on the top of the tongue (**Mix and Pale Blue**).





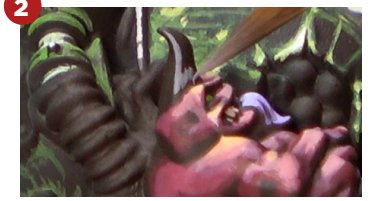
Water Pale Blue Rinox Hide

NURGLING 06/12

For the horn we will use a very desaturated color like this mix.

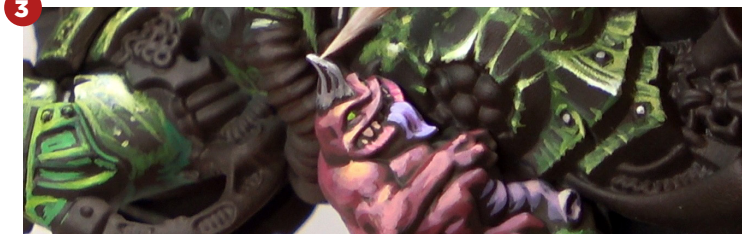
1

2



Then, adding a color close to white we will focus on the edges (**Mix and Greenish White**).

3



4

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6

(**Greenish White and Golden Yellow**). We continue creating more light through the yellow color and the color close to white. At the same time, with this contribution, we create a more realistic effect. Adding these same tones to the previous green will generate the same effect of light and realism for the eyes (**Golden Yellow, Frog Green and Greenish White**).

7

8

Water

Greenish White

NURGLING 06/13

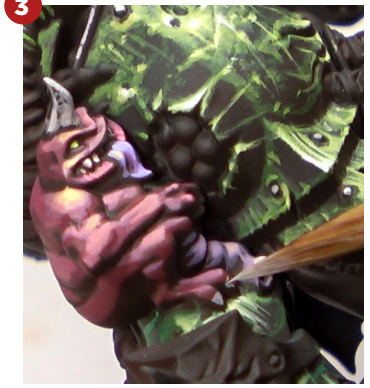
To create more light, I use this shade for the teeth.

1

2

And for the nails area, we can use a desaturated color very similar to the horn we have seen before (**Rhinox Hide and Greenish White X 2**).

3



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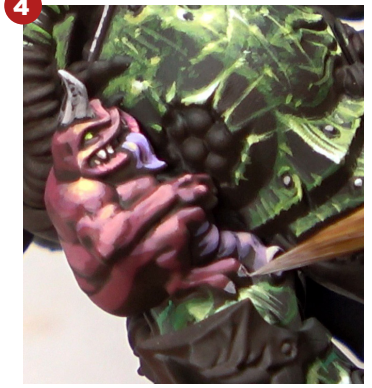


5

Water Magenta Light Orange

PUSTULES 06/14

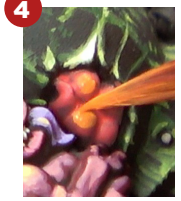
Now, let's focus on the pustules on the armor.

1

2

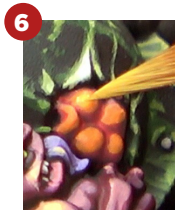
Respecting the outline, we are going to paint a layer with this saturated color and then, we are going to use the color orange to go up towards the light (**Light Orange**).

3

4 

5

We continue the definition of this element adding more light with yellow tones. With these three layers we have already defined the material through the outlines in shadow and the contrast between colors (**Light Orange, Luminous Green and Pastel Yellow**).

6 

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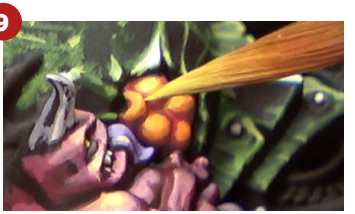
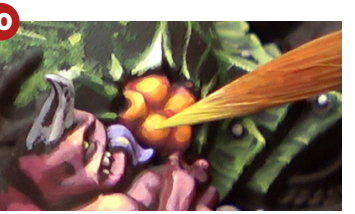
9 

10 

(**Pastel Yellow and Luminous Green**) If you still want to give it more light, you can add more saturated yellow. And with this last mixture I finish the layers (**Light Orange and Luminous Green**).

11

12

As they are small spheres I recommend that, in the lower part of some of them, you add a little shine with **Mix and Pastel Yellow**.

13

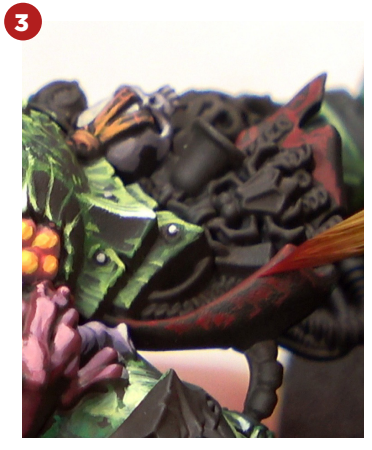
14

Water Burnt Red

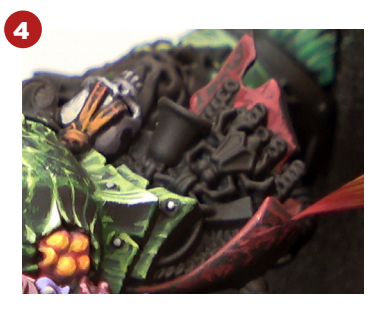
FABRICS

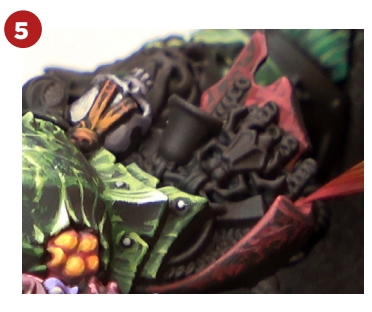
06/15

For the fabrics we are going to make another texture with this red.

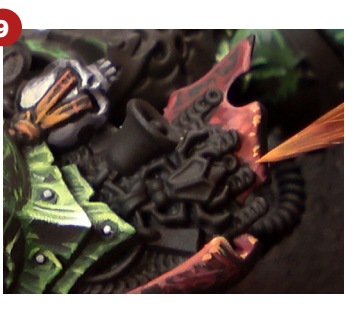


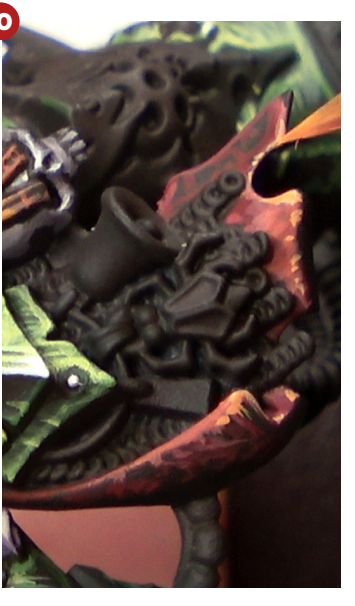
Then, we will continue creating this texture focusing on those areas where there is more movement in the fabric (**Burnt Red, Magenta and Light Orange**).





(**Mix and Light Orange**) We can also add orange to our mix to create light in those planes of movement and in the corners of the fabric (**Light Orange and Pastel Peach**).

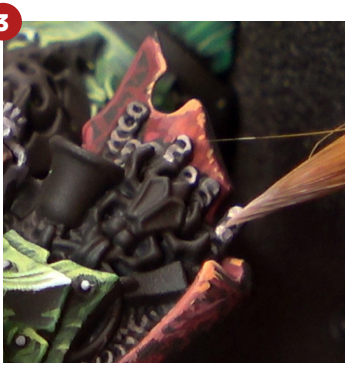




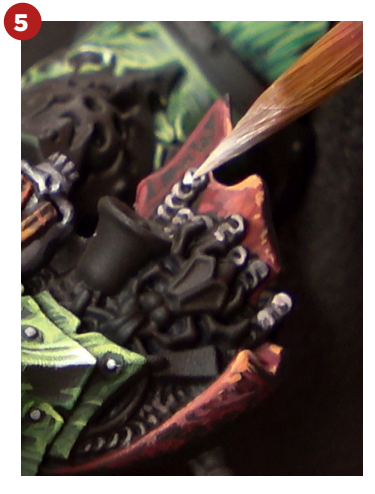
CHAINS

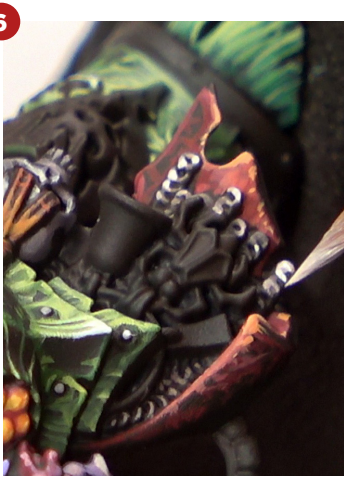
06/16

For the chains we are going to use this brown to outline each one of them.



(Greenish White and Brown Rose) Then, with a color that is closer to white we are going to make some outlines on the chains to create light. And we finish giving that last touch of light with Greenish White.



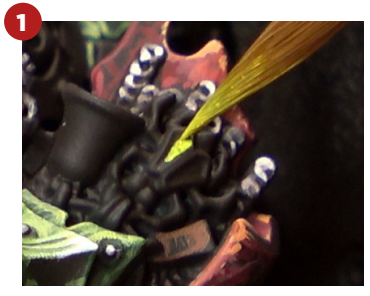


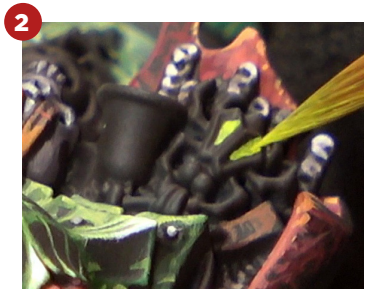
Water Frog Green

FLY

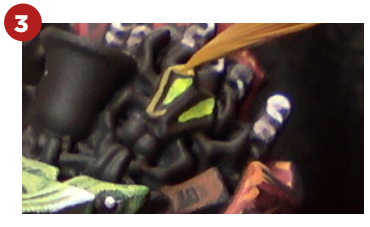
06/17

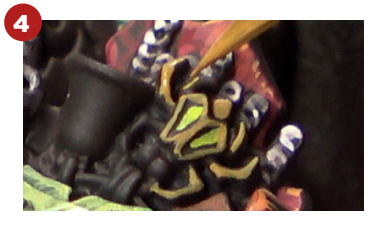
For the fly area we will use a very saturated color.

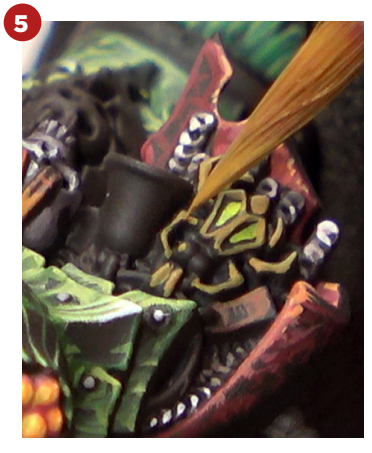


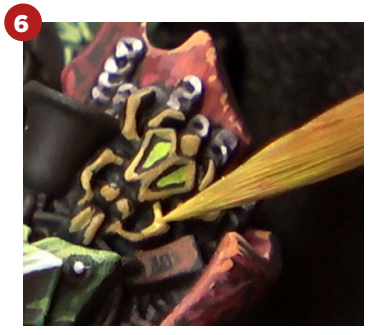


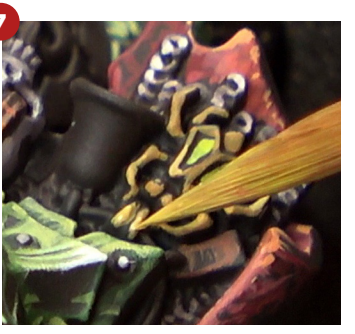
And we will create an ocher color to reproduce the metal (**Burnt Red, Frog Green X 2 and Light Orange**).



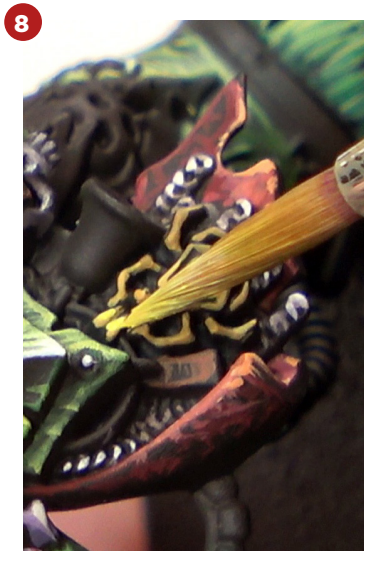


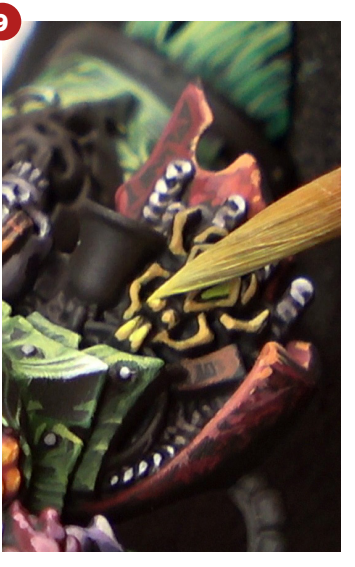






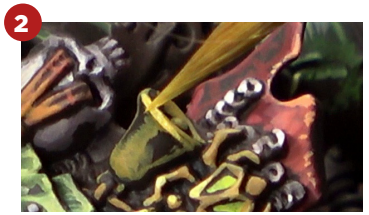
(**Frog Green and Golden Yellow**) On top of that, we are going to start creating light through color saturation focusing on the edge highlights (**Pale Yellow and Frog Green**).

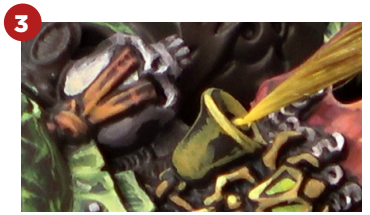




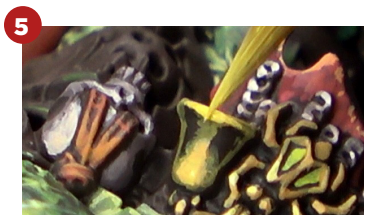
BELL

For the bell we are going to use an ocher as well but varying its tonality. When we have the element defined (it has no volume) we will begin to place light by adding more and more yellow to our mixture (**Frog Green and Golden Yellow**).

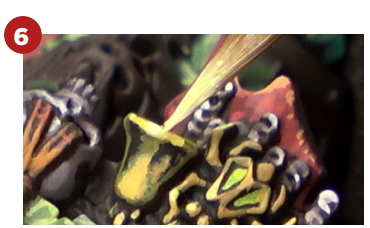


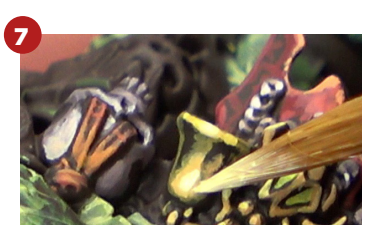


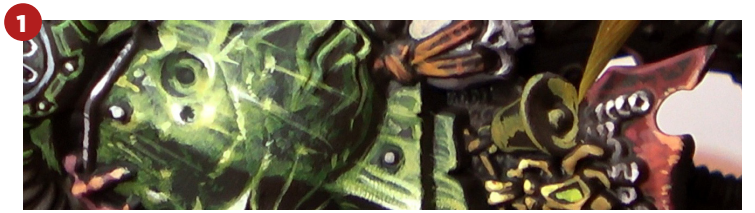
Then we introduce a color similar to white (**Mix and Pale Yellow**).

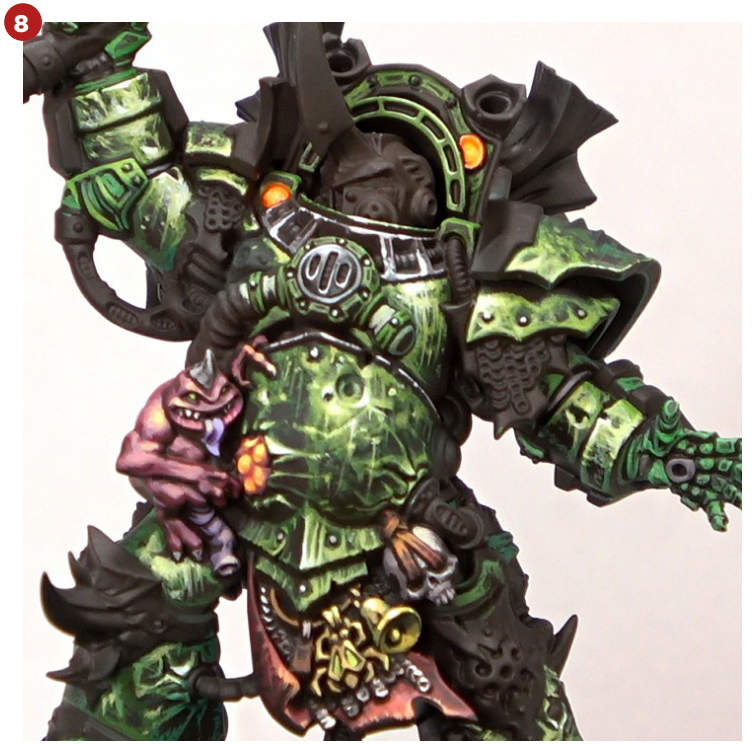


And we finish by placing a last light with **Pale Yellow**. I hope you liked this tutorial, see you in the next one!









07 COLORS

Rhinox Hide (C)	Burnt Red (AK)	Brown Rose (AK)	Blue Violet (AK)	Magenta (AK)
Golden Yellow (AK)	Frog Green (AK)	Pale Blue (AK)	Greenish White (AK)	Light Orange (AK)
Luminous Green (AK)	Pastel Yellow (AK)	Pastel Peach (AK)	Pale Yellow (AK)	

Ak Interactive (3ª Generación) - (AK)
Citadel Colour - (C)
Golden Artist Colors - (G)
Liquitex - (L)
Scale 75 - (S75)
Vallejo Arte Deco - (VAD)
Vallejo Game Air - (VGA)
Vallejo Model Air - (VMA)
Vallejo Model Color - (VMC)
Vallejo Nocturna - (VN)

* Color Recipe Volume II.

08 GALLERY

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ENGLISH

TYPHUS
VOL II

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